

Claims

We claim:

1. A program execution device that executes programs and has an external memory connector for connecting an external memory such as a memory card, wherein said program execution device is adapted to transmit data directly to a portable telephone set via said external memory connector in substantially real-time.
2. A program execution device as described in claim 1, wherein if said program is a program for a video game, then said transmitted data is data concerning characters of said video game.
3. A program execution device as described in claim 1, wherein data is transmitted in substantially real-time via a relay device that is not dependent on the reading from and writing to a peripheral memory device to achieve such data transmission.
4. A program execution device that executes programs and has an external memory connector for connecting an external memory such as a memory card, wherein said program execution device is adapted to receive data from a portable telephone set via said external memory connector in substantially real-time.
5. A program execution device as described in claim 4, wherein if said program is a program for a video game, then said received data is data concerning characters of said video game.
6. A program execution device as described in claim 4, wherein data is received in substantially real-time via a relay device that is not dependent on the reading from and writing to a peripheral memory device to achieve such data reception.

7. A recording medium on which is recorded a program that can be read and executed by a program execution device,

said program execution device having an external memory connector for connection of an external memory such as a memory card,

wherein said program comprises a step that transmits part of the data generated by execution of said program from said external memory connector to a portable telephone set in substantially real-time.

8. A recording medium as described in claim 7, wherein data is transmitted in substantially real-time via a relay device that is not dependent on the reading from and writing to a peripheral memory device.

9. A recording medium on which is recorded a program that can be read and executed by a program execution device,

said program execution device having an external memory connector for connection of an external memory such as a memory card,

wherein said program comprises a step that receives data from a portable telephone set via said external memory connector in substantially real-time.

10. A recording medium as described in claim 9, wherein if the program to be executed by said program execution device is a program for a video game, then said received data is data concerning characters of said video game.

11. A recording medium as described in claim 9, wherein data is received in substantially real-time via a relay device that is not dependent on the reading from and writing to a peripheral memory device.

12. A relay device for enabling substantially real-time communications between an entertainment device and a portable telephone, comprising:

a first connector adapted for insertion into a memory card slot of an entertainment device, and

a second connector adapted for physical connection to a portable telephone.

13. A relay device as described in claim 12, wherein said first and second connectors are wired together.

14. A relay device as described in claim 12, wherein said relay device enables substantially real-time communication that is not dependent on the reading from and writing to a peripheral memory device.

15. A program execution system for data communication with the outside from a program execution device that executes programs, said program execution device having an external memory slot for connection of an external memory device such as an external memory card, said program execution system comprising:

a portable telephone, and

a relay device connected between said external memory slot and said portable telephone set,

wherein said program execution system enables substantially real-time data communication between said program execution device and said portable telephone set.

16. A program execution system as described in claim 15, wherein said relay device further comprises a first connector adapted for insertion into said handheld controller slot or said external memory slot and a second connector adapted for physical connection to said portable telephone.

17. A program execution system as described in claim 15, wherein said relay device enables substantially real-time communication that is not dependent on the reading from and writing to a peripheral memory device.

18. A program execution system that transmits data in substantially real-time to the outside from a program execution device that executes programs, said program execution device having an external memory connector for connection of an external memory such as a memory card, said program execution system comprising:

a portable telephone set, and

a relay device connected between said external memory connector of said program execution device and said portable telephone set,

wherein said program execution system converts data from said program execution device and sends it to said portable telephone set in substantially real-time.

19. A program execution system as described in claim 18, wherein said relay device converts data from said external memory connector into data for said portable telephone set in substantially real-time.

20. A program execution system as described in claim 18, wherein if the program to be executed by said program execution device is a program for a video game, then said converted data is data concerning characters of said video game.

21. A program execution system as described in claim 18, wherein data conversion and transmission occurs via said relay device in substantially real-time and without being dependent on the reading from and writing to a peripheral memory device.

22. A program execution system that causes a program execution device that executes programs to receive data from the outside, comprising:

a relay device that is connected between said program execution device and a portable telephone set, converts data from said portable telephone set, and sends it to said program execution device in substantially real-time,

wherein said program execution device further comprises an external memory connector for connection of an external memory such as a memory card, and

wherein said relay device is connected to said external memory connector.

23. A program execution system as described in claim 22, wherein said relay device converts data from said portable telephone set into data corresponding to said external memory connector in substantially real-time.

24. A program execution system as described in claim 22, wherein if the program to be executed by said program execution device is a program for a video game, then said converted data is data concerning characters of said video game.

25. A program execution system as described in claim 22, wherein said relay device performs data conversion and transmission in substantially real-time and without being dependent on the reading from and writing to a peripheral memory device.

26. A relay device connected between a program execution device that executes programs and a portable telephone set, said program execution device having an external memory connector for connection of an external memory such as a memory card, said relay device comprising a first connector for connection to said portable telephone set and a second connector for connection to said external memory connector, wherein said relay device converts data that is output from said program execution device into data for the portable telephone set and sends it to said portable telephone set in substantially real-time.

27. A relay device as described in claim 26, wherein said relay device is connected to said external memory connector of said program execution device and converts data from said external memory connector into data for said portable telephone set in substantially real-time.

28. A relay device as described in claim 26, wherein if said program to be executed is a program for a video game, then said converted data is data concerning characters of said video game.

29. A relay device as described in claim 26, wherein said relay device performs data conversion and transmission in substantially real-time and without being dependent on the reading from and writing to a peripheral memory device.

30. A relay device connected between a program execution device that executes programs and a portable telephone set, said program execution device having an external memory connector for connection of an external memory such as a memory card, said relay device comprising a first connector for connection to said portable telephone set and a second connector for connection to said external memory connector, wherein said relay device converts data that is output from said portable telephone set and sends it to said program execution device in substantially real-time.

31. A relay device as described in claim 30, wherein said relay device is connected to said external memory connector of said program execution device and converts data from said portable telephone set into data corresponding to said external memory connector in substantially real-time.

32. A relay device as described in claim 30, wherein if said program to be executed is a program for a video game, then said converted data is data concerning characters of said video game.

33. A relay device as described in claim 30, wherein said relay device performs data conversion and transmission in substantially real-time and without being dependent on the reading from and writing to a peripheral memory device.